

Bio

Marya Triandafellos is a digital artist based in New York, NY, renowned for her innovative work at the intersection of technology, art, and public interaction. Marya's experience spans various disciplines, including design, street photography, psychedelic videos, digital drawings, documentary filmmaking, NFTs, and AI-generated imagery. This multidisciplinary approach has significantly enriched her artistic practice, enabling her to explore and express complex themes through diverse media.

Public Art

Public art presentations of Marya's work have included the projection mapping of her NFTs onto the historic Paramount Theater in Asbury Park, NJ, as part of the Color and Light festival. She has worked with NYC Parks' Art in the Parks program, through which her series *Happy to See You* was installed in Washington Market Park and is now in Astoria Park. A new series, *Fleur-ish*, will be installed in April in JJ Walker Park. Her bronze sculpture, *Born Again Road Kill*, was selected for NYCxDESIGNxSOUVENIR and displayed in the Oculus at the World Trade Center. Working with the Garment District Alliance, Marya installed *Hyper Human* in the Kaufman Building in Midtown.

Her 2D art was displayed on the 300-foot Oculus screen at the World Trade Center in New York City. She received a cash award from the New York Foundation for the Arts to mint NFTs and was part of an awardee cohort that received training in NFTs, exhibited work on Voxels, and presented in a ChaShaMa storefront in New York.

Her videos have been shown on the streets of NYC and in clubs. She created animations displayed on advertising LED screens at street-level entrances of NYC subway stations and was selected to exhibit on the LinkNYC network of street kiosks. A half-hour-long video was synced across more than 50 screens in a New York City club, the Remote Lounge, and was projected in a four-channel display at the Brooklyn performance space Monkey Town.

Marya's work has been presented in gallery exhibitions and art fairs, including Frieze (NYC), Superfine Art Fair (Miami and New York), and The Other Art Fair (New York and Brooklyn).

Commissions

Commissions of her work have included an 80-foot mural at the American Museum of Natural History that serves as the extended rainforest in the Vivarium. She also installed a permanent, one-hour-long, multi-screen video installation in the lobby of the Hilton Times Square. Two large acrylic prints were commissioned by the CEO of a healthcare organization.

Currently, Marya is focusing on digital and generative AI art for public display. Her projects leverage technology to create art that examines the nuances of human interaction with digital media, emphasizing how abstract forms and color can transform spaces and influence perception. As she continues to produce work for public spaces and corporate commissions, her focus is on expanding the scale and volume of her practice while advocating for the value of human creativity and the ethical use of technology.

Artist Statement

As a digital artist, my work explores transformation and perception through the lens of technology. I use color and abstraction to visualize the invisible connections between living entities, creating works that transport viewers beyond their surroundings. At its core, my practice affirms a sense of shared humanity by expressing the interconnectedness that runs through us all.

Each series in my practice begins with a central question, inspired by research in academic disciplines, culture, or my research photography. My visual language is composed of geometric and organic shapes of saturated color which form dynamic compositions. Each series stands on its own integrity while contributing to the larger body of work.

My interests are also shaped by movements in art history. Pop Art influences my use of bold, simplified forms that engage viewers directly and accessibly. Fluxus, with its emphasis on process, chance, and collective experience, inspires me to treat art as an open-ended exchange. Both movements remind me that art can be playful, inclusive, and deeply human while still addressing complex ideas.

My process is both intuitive and precise. I document impulses of visual curiosity through photography, which helps define my subjects of interest and occasionally becomes source material. From there, I move into digital synthesis using digital imaging and generative AI tools. AI functions as a muse, generating abstract grids that I treat like inkblots to reach subconscious associations. I then refine these sparks through digital drawing and collage until they resolve into cohesive compositions.

The precision of digital tools allows me to create shapes that would be impossible to achieve by hand, giving form to the balance of geometry and organic rhythm that defines much of my work. Working digitally also means each artwork can scale to any size, shift proportionally for different sites, and evolve as a library of visual elements grows. This adaptability makes my practice particularly suited to public and institutional contexts, where works must meet diverse needs while retaining clarity and impact.

Fabrication is an extension of my creative process often working with acrylic face mounts, aluminum, and adhesive vinyl at variable dimensions. These materials are durable, easy to clean, and meet museum-grade standards, aligning with the demands of healthcare and public spaces. The luminosity and surface quality of these formats also heighten the vibrancy of color, reinforcing the vitality that runs through my work.

Neuroaesthetic research confirms that abstract and nature-based imagery can reduce stress and support well-being. I embrace this evidence as part of my practice, creating art that is both visually compelling and clinically relevant. Rather than reflecting narratives of technological alienation, my work proposes an optimistic vision of the future, one where creativity and imagination are catalysts for renewal.

I create art that offers moments of transformation. Some works invite reflection through idealized landscapes that omit human-made elements, allowing viewers to immerse themselves in nature. Others energize through vibrant abstraction, opening space for personal interpretation and conversation. Together they create experiences that transport people beyond their immediate surroundings and affirm art as a vital, healing force.

CV/Resume

Education

BFA, Design, magna cum laude, Hartford Art School

MA, Multidisciplinary Art and Art History, New York University

Public Art & Commissions

- January 2026 – Astoria Park, *Happy to See You*, 10 large artworks, New York, NY
- November 2025 – Boston Children’s Hospital, *Here Comes the Sun*, print purchased, Boston, MA
- July 2025 - Kaufman Arcade, Garment District Alliance, 10 acrylic prints, New York, NY
- April 2025 - Washington Market Park, *Happy to See You*, 10 large artworks, New York, NY
- May 2025 - NYCxDESIGNxSOUVENIR, *Born Again Road Kill*, bronze sculpture, New York, NY
- March 2025 - Color and Light Festival, projection mapping and NFT display, Asbury Park, NJ
- November 2023 - LinkNYC, ArtOnLink, *New York New York* series, New York, NY
- October 2023 - CEO Commission, Healthcare Organization, *It Must Be a Dream,” “Synthesis,”* Harrisburg, PA
- May 2023 - American Museum of Natural History, Permanent 80’ Vivarium Exhibition Mural, New York, NY
- December 2019 - Stonewall House, Permanent Lobby Installation, Brooklyn, NY

Group Exhibitions

- October 2024, Plexus Projects, *Quantum*, Brooklyn, NY
- December 2023, Turning Art, Sage Realty, New York, NY
- October 2023, Hera Gallery, *The Offering*, Wakefield, RI
- June 2023, Woodstock Artists Association & Museum, *There’s a Jungle Underwater*, Woodstock, NY
- December 2022, ChaShaMa Storefront Gallery + Voxels Metaverse, NYFA Award Exhibition, *The Offering*, New York, NY
- November 2022, CADAF NFT Exhibition, *The Offering, Take Me to Your Leader, Or Gee*, New York, NY
- September 2022, The Other Art Fair, Brooklyn, NY
- May 2022, Superfine Art Fair, New York, NY
- May 2022, MvVo Art at the Oculus, New York, NY
- November 2021, The Other Art Fair, Brooklyn, NY
- September 2021, Light Space & Time Online Gallery, *Abstracts*, March 2021; *Patterns*
- May 2021, MvVo Art at the Oculus, New York, NY
- March 2021, Superfine Art Fair, Miami, FL
- September 2020, MvVo Art at the Oculus, New York, NY

Press

- **The New York Times** — “22 Ways People Are Using AI at Work,” March 2025
- **Time Out New York** — “The Best Outdoor Art in NYC This Summer,” June 2025
- **Tribeca Citizen** — “Art in Tribeca: Happy to See You,” May 2025
- **NYU Alumni Newsletter** — “Alumni Profile: Marya Triandafellos on Art, AI, Exploration, and Experimentation,” July 2025

Awards + Grants

- August 2025, Awesome Grant
- August 2022, NYFA NFT Award, New York, NY